

MECH WARRIOR[®] 2

31ST CENTURY COMBAT

POWER-UPS



HEAT SINK



HEALTH



INVINCIBILITY



FIRE RATE INCREASE



STEALTH



WEAPONS RELOAD



JUMP JET



SPEED BURST

HEADS-UP DISPLAY

Radar Display
(Green = Friendly,
Red = Enemy,
Yellow = Projectiles,
Blue = Objective)

Targeting Bracket

Targeting Camera



Enemy 'Mech
Damage Display
(Yellow=75%,
Red=25%)

Heat Tracking
Indicator

Jump Thrust
Indicator

User 'Mech
Damage Display
(Blue=100%,
Yellow=75%,
Red=25%)

Weapons Display
(Green = Ready,
Red = Reloading,
Black = Empty/
Damaged)

Mission Objective

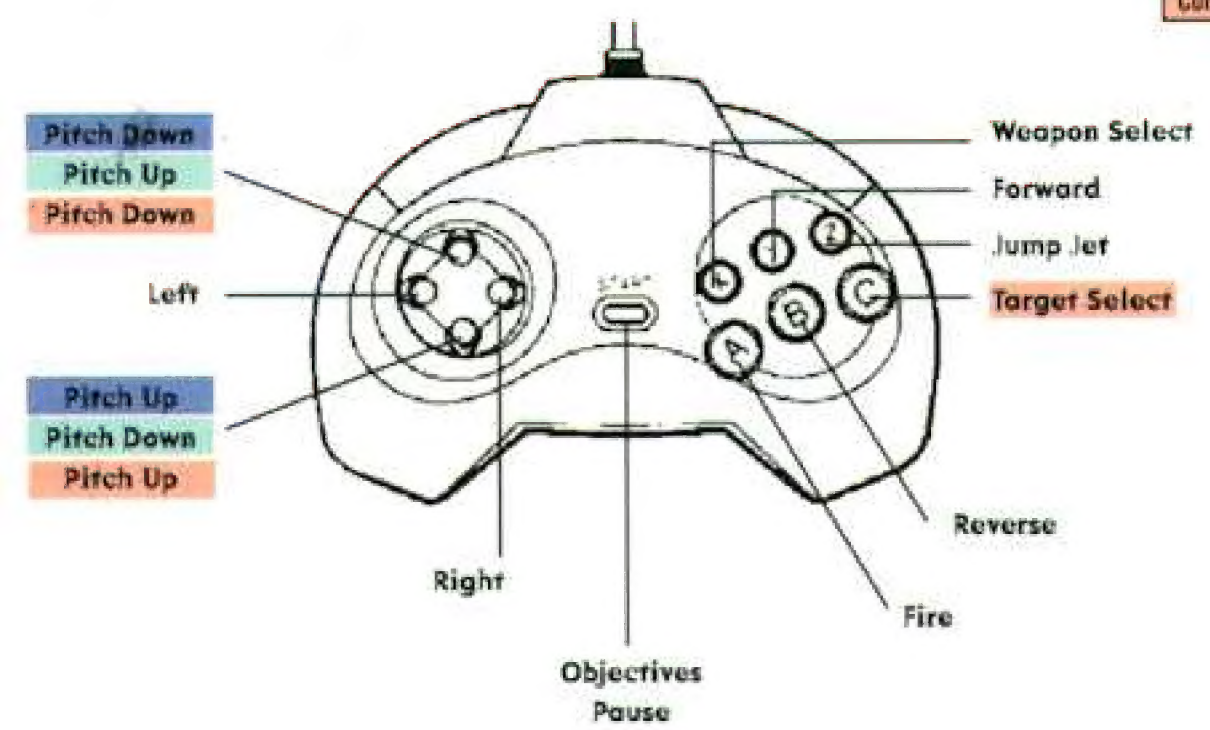
Targeting Reticle

Throttle Forward
(Green)
or
Reverse Throttle
(Blue)

ACTIVISION

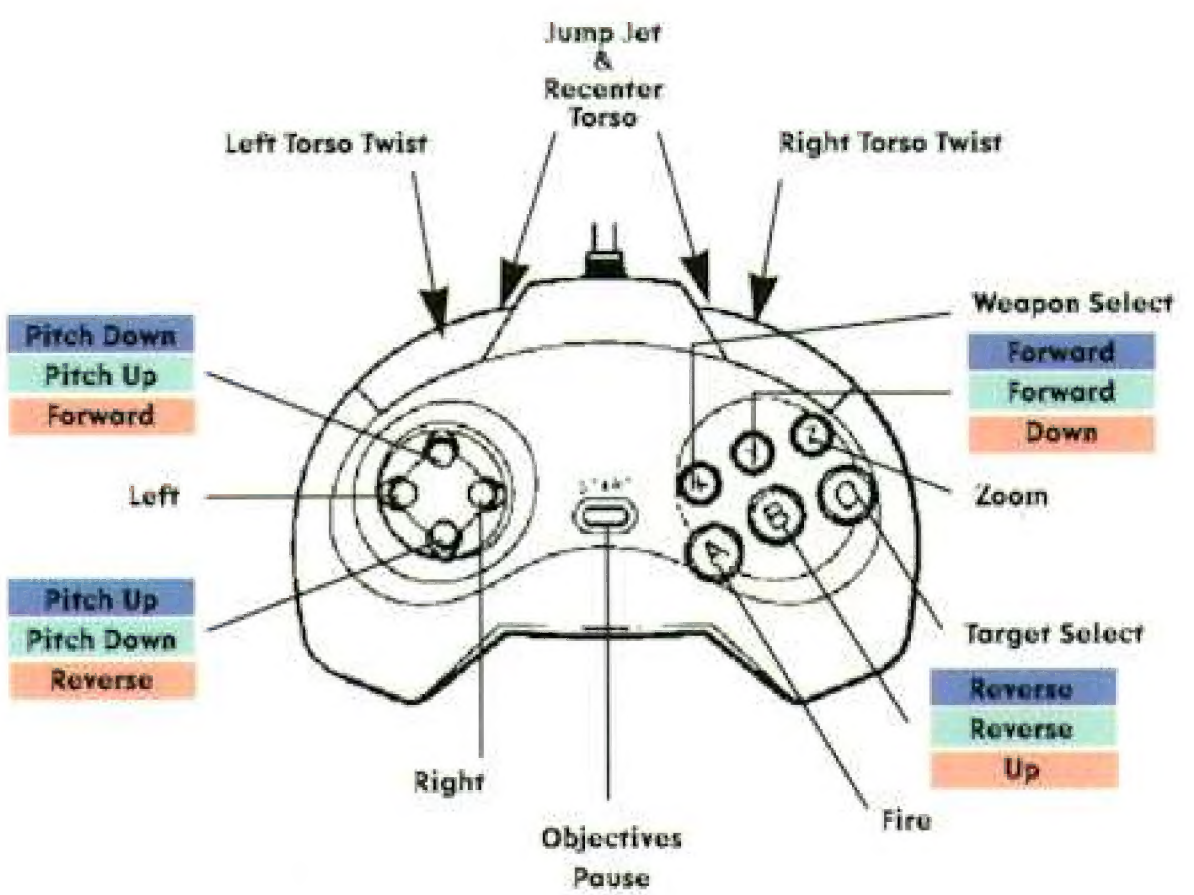
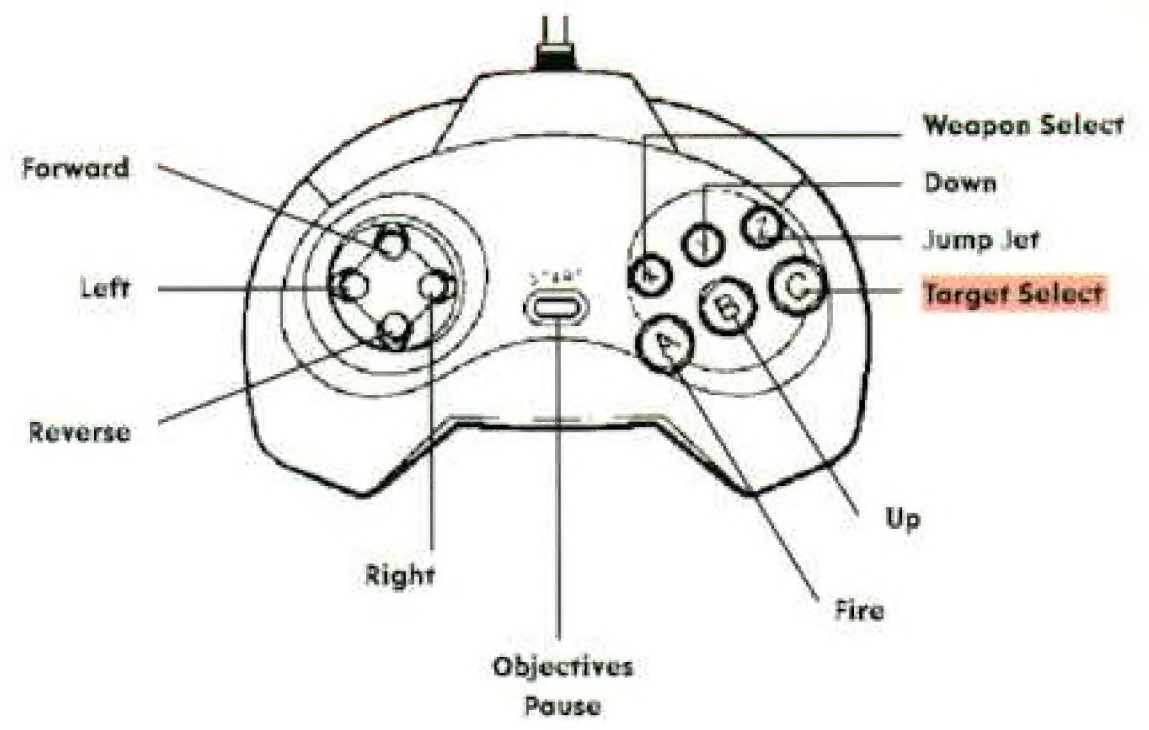
CONFIGURATIONS 1, 2 & 4

- Configuration 1
- Configuration 2
- Configuration 4



CONFIGURATIONS 3 & 5

- Configuration 3
- Configuration 5



- Configuration 6
- Configuration 7
- Configuration 8

CONFIGURATIONS 6, 7 & 8

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. Activision is a registered trademark of Activision, Inc. © 1997 Activision, Inc. MechWarrior, BattleTech, BattleMech and Mech are registered trademarks of FASA CORPORATION. © 1995-1997 FASA CORPORATION. All other trademarks and trade names are the properties of their respective owners.